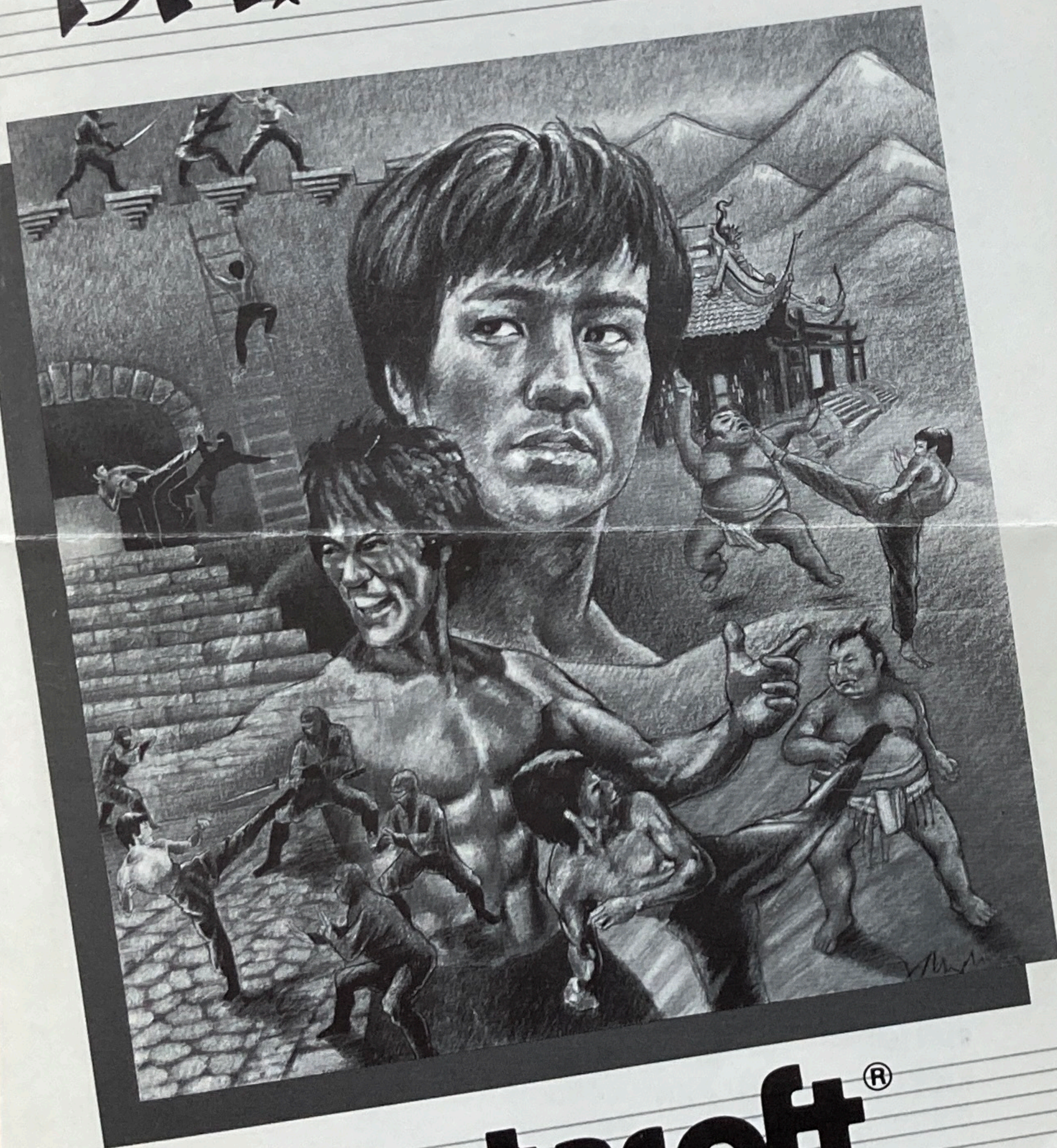


# BRUCE LEE™



# Datasoft®

**Datasoft®**  
HOME COMPUTER SOFTWARE

CAT. NO. 1220

**BRUCE LEE™**  
APPLE II SERIES

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# BRUCE LEE

## REQUIREMENTS

- Apple II® series computer
- Apple compatible disk drive
- TV or video monitor
- Joystick

## GETTING STARTED

1. Turn off your computer. Connect a joystick.
2. Turn on the power to your TV or video monitor.
3. Insert the BRUCE LEE™ diskette with the label side up. Close the disk drive door.
4. Turn on the computer. The program will load and run automatically. Leave the disk in the drive during game play.

**NUMBER OF PLAYERS** is selected by pressing the 1 or 2 key.

In a ONE-PLAYER GAME, you are Bruce competing against the Yamo and ninja. You can take five falls before the game is over.

In a TWO-PLAYER GAME, you and another person take turns being Bruce, competing against the Yamo and ninja. As soon as you (Bruce) take a fall, the other player takes a turn as Bruce. The computer keeps track of each player's score.

**BEGIN PLAY** by pressing either joystick button.

**PAUSE** the game by pressing the SPACE BAR. To resume play, press a joystick button or press the SPACE BAR again.

## JOYSTICK CONTROLS

**RUN** left and right by moving the joystick left and right.

**KICK** by pressing the joystick button while you are running. You will deliver a kick in that direction.

**CHOP** by pressing the joystick button while you are standing still. You will execute a chop in the direction you are facing.

**LEAP** to get from one ledge to another by moving the joystick up and to the left or right. You may find that Bruce will have to leap to avoid hazards along some passageways.

**JUMP** to take a lantern or to grab on to a vine.

**CLIMB** up a vine by positioning yourself under it, moving the joystick up, and holding it there until you reach the top. You can climb down the vine by pulling the joystick down and across it by moving the joystick left or right.

**DUCK** to avoid a blow from the Yamo or ninja by pulling the joystick down.

## INDICATORS

At the top of the screen from left to right you will find: player "up", that player's score, top score for this session of play, and the number of falls in reserve before the game is over.

## POINTS

Lantern	125	Knocking out ninja	200
Chopping ninja or Yamo	100	Knocking out Yamo	450
Kicking ninja or Yamo	75	Destroying wizard	3000
Entering new room	2000	Landing on ninja or Yamo	50

At 40,000 points (and every 30,000 after that) you get an extra Bruce Lee.

## CREDITS

Programming by Richard Mirsky  
Concept by Ron J. Fortier and Kelly Day  
Computer graphics by Kelly Day  
Documentation by Ingrid Holcomb

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An opulent, mysterious, and perilous fortress is the setting as Bruce Lee seeks to claim infinite wealth and the secret of immortality from the wizard who dwells within.

You begin your search for the wizard at the entrance to his fortress. This chamber, and each chamber here, is sealed off from the other rooms. The only way to get from one room to the adjoining room is to jump up and take the lanterns which hang from the ceiling. When you get all the lanterns (or at least certain lanterns) for that room, the door opens. (Watch the edges of your screen so that you'll see when your exit is possible.) Hint: You must get all of the lanterns in the first three rooms in order to proceed. Then go to the middle room and look for the opening through which you can exit.

Throughout your search for the wizard, you are attacked by the ninja brandishing their **bokken** sticks. Even more dangerous is the Green Yamo, who runs after you and delivers crushing kicks. Duck and run away to foil their attempts to harm you, then come back kicking and chopping — the Green Yamo can survive only three blows and the ninja can survive only two. Take as many lanterns and cover as much ground as you can before these foes reappear.

To get around each room, you can climb vines (up, down, or sideways), ride on waves of particles which change direction at random, leap from ledge to ledge, and jump down from a ledge without injury.

Hazards and traps await you in rooms close to the wizard's chamber. You must avoid electrical charges passing through gaps between ledges, **pan** lights streaming across the floor, and exploding **t'sung-lin** (bushes) appearing from nowhere.

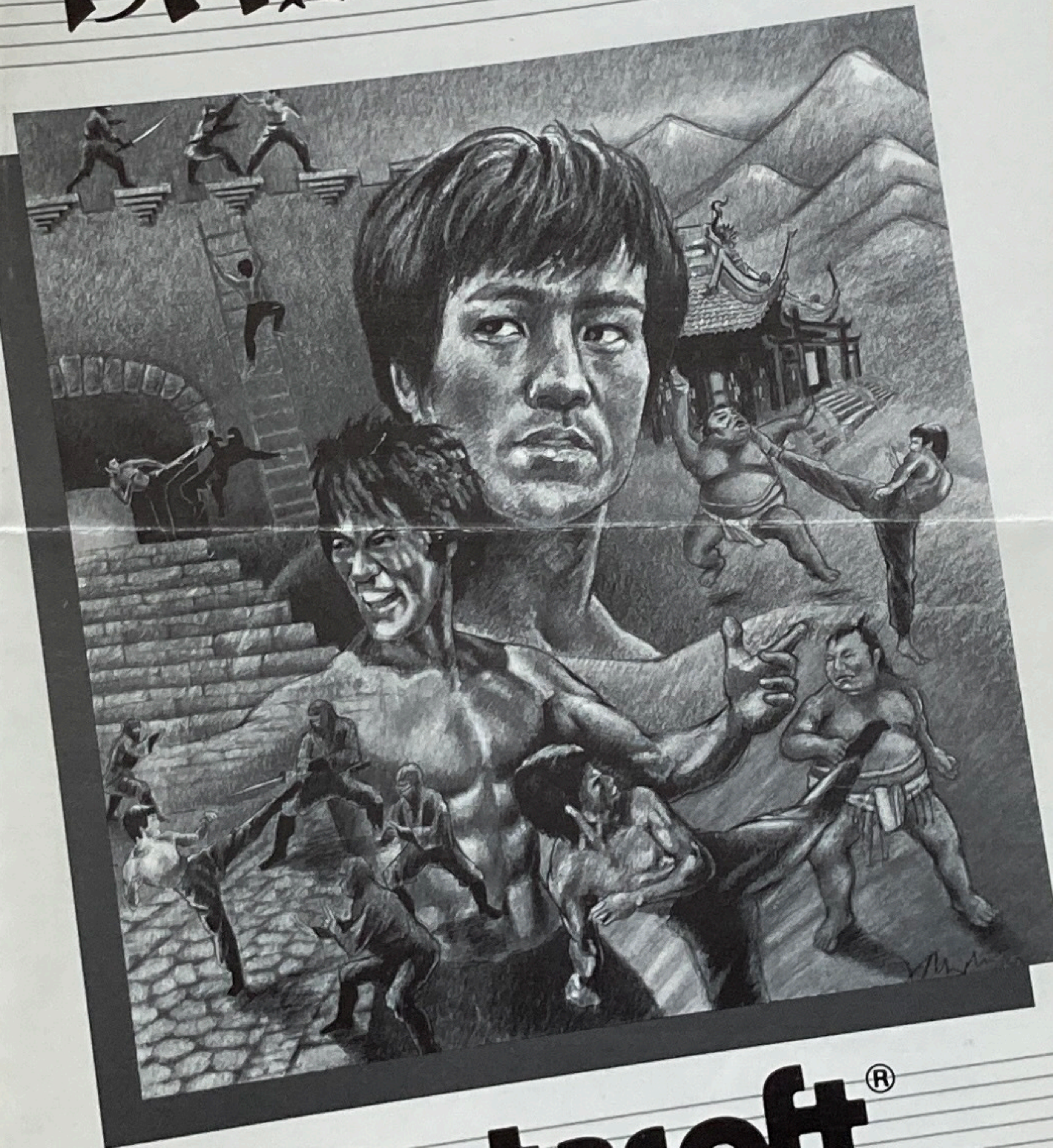
When you finally reach the wizard, keep away from the fire balls streaming from his eyes. Press the button which destroys the wizard — and his fortunes are yours! Enjoy them, because your next foray into the fortress will be difficult!

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